DEFEND OR DIE

Amstrad

AGE: 9 PLUS HOME ENTERTAINMENT 8 Frames

A classic battle spectacular where skill and reflexes are pushed to the limit, nerves strained to breaking point. Take up the solo mission of saving fellow humanoids from being plucked from your planet surface by the evil landers and then returned to outer space where they will eventually mutuate and fake up a pursuit on your spacefighter. And as if one deadly struggle is not enough.

certainly not on your side.
A hero is called for, can you fit his spacehoots

3 lives and 3 smart bombs

Points: 175 Mutant 175 Swarmer 125 Baiter 155 Bomber 256 Flying Pod 1,000 Lander 107



If carrying humanoid and humanoid falls and survives add 250 points.

If you pick up falling humanoid add 500 points.

If you replace humanoid to planet surface add 500 points.

Bonus points-100 x frame number for each humanoid saved

Bonus ship and smart bomb every 10,000 points.

To move: Up A Down Z Reverse Space Thrust Shift

Fire Enter Hyperspace H Smartbomb Tab/Lock

Loading instructions:
Hit CTRL ENTER together Press PLAY

R Reset F Freeze/Unfreeze

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then any key

UNIQUE MASTER CODE

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